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O Access the IEEE Member Digital Library	Kerridge, J.; Welch, P.; Wood, D.; System Sciences, 1999. HICSS-32. Proceedings of the 32nd Annual Hawaii International Conference on , Volume: Track8 , 5-8 Jan. 1999 Pages:10 pp.
	[Abstract] [PDF Full-Text (96 KB)] IEEE CNF
	Formalization and verification of safety properties of Statechart specifications Kang, K.C.; Ko, K.I.; Software Engineering Conference, 1996. Proceedings. 1996 Asia-Pacific, 4-7 1996 Pages:16 - 27

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Ping-Peng Yuan; Gang Chen; Jin-Xiang Dong; Wei-Li Han; Computer Supported Cooperative Work in Design, The Sixth International Conference on, 2001, 12-14 July 2001 Pages:20 - 24

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5 Using split event sets to form and schedule event combinations in discrete event simulation

Manjikian, N.; Loucks, W.M.;

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6 Discrete event simulation using event calculus

Missiaen, L.R.;

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7 Research on an event specification for event-based collaboration su software architecture

Ping-peng Yuan; Gang Chen; Jin-xiang Dong; Wei-li Han;

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Guangtian Liu; Mok, A.K.;

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9 EVEREST: an event recognition testbed

Spezialetti, M.; Bernberg, S.;

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10 SNOOPy Calendar Queue

Kah Leong Tan; Li-Jin Thng;

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Pages:487 - 495 vol.1

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11 Treatment of general dependencies in system fault-tree and risk analysis

Vaurio, J.K.;

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12 Evaluating composite events using shared trees

Moreto, D.; Endler, M.;

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13 Exploiting program semantics for efficient instrumentation of distributed event recognitions

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14 Concurrent event handling through multithreading

Kekckler, S.W.; Chang, A.; Chatterjee, W.S.L.S.; Dally, W.J.;

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15 Control of sensory perception for discrete event systems

Hovland, G.E.; McCarragher, B.J.;

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on , Volume: 1 , 11-14 Oct 1998

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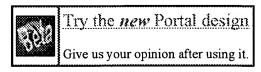


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Capai - By Author - Basic - Advanced Manife Services - Join IEEE - Establish IEEE Web Account	Pages:675 - 690 [Abstract] [PDF Full-Text (6363KB)] IEEE JNL 2 Modeling and estimation of spatial random trees with application image classification Pollak, L.; Siskind, J.M.; Harper, M.P.; Bouman, C.A.; Acoustics, Speech, and Signal Processing, 2003. Proceedings. (ICASSP '03 IEEE International Conference on ,Volume: 3 , 6-10 April 2003 Pages:III - 305-8 vol.3	
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1 Speech and gaze: A multimodal learning interface for grounding spoken 80% language in sensory perceptions

Chen Yu , Dana H. Ballard

Proceedings of the 5th international conference on Multimodal interfacesNovember 2003

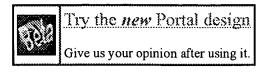
Most speech interfaces are based on natural language processing techniques that use pre-defined symbolic representations of word meanings and process only linguistic information. To understand and use language like their human counterparts in multimodal human-computer interaction, computers need to acquire spoken language and map it to other sensory perceptions. This paper presents a multimodal interface that learns to associate spoken language with perceptual features by being situated in users ...

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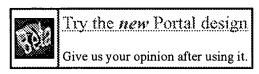
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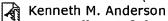




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45 Data scalability in open hypermedia systems

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Proceedings of the tenth ACM Conference on Hypertext and hypermedia: returning to our diverse roots: returning to our diverse roots February 1999

46 The architecture of Montana: an open and extensible programming

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ৰী environment with an incremental C++ compiler

Michael Karasick

ACM SIGSOFT Software Engineering Notes, Proceedings of the 6th ACM SIGSOFT international symposium on Foundations of software engineering November 1998 Volume 23 Issue 6

Montana is an open, extensible integrated programming environment for C++ that supports incremental compilation and linking, a persistent code cache called a CodeStore, and a set of programming interfaces to the CodeStore for tool writers. CodeStore serves as a central source of information for compiling, browsing, and debugging. CodeStore contains information about both the static and dynamic structure of the compiled program. This information spans files, macros, declarations, function bodies, ...

47 Using integer sets for data-parallel program analysis and optimization Vikram Adve , John Mellor-Crummey

77%



ACM SIGPLAN Notices, Proceedings of the ACM SIGPLAN 1998 conference on Programming language design and implementation May 1998 Volume 33 Issue 5

In this paper, we describe our experience with using an abstract integer-set framework to develop the Rice dHPF compiler, a compiler for High Performance Fortran. We present simple, yet general formulations of the major computation partitioning and communication analysis tasks as well as a number of important optimizations in terms of abstract operations on sets of integer tuples. This approach has made it possible to implement a comprehensive collection of advanced optimizations in dHPF, and to ...

48 Transactional client-server cache consistency: alternatives and বী performance

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Michael J. Franklin, Michael J. Carey, Miron Livny

ACM Transactions on Database Systems (TODS) September 1997

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Client-server database systems based on a data shipping model can exploit client memory resources by caching copies of data items across transaction boundaries. Caching reduces the need to obtain data from servers or other sites on the network. In order to ensure that such caching does not result in the violation of transaction semantics, a transactional cache consistency maintenance algorithm is required. Many such algorithms have been proposed in the literature and, as all provide the sam ...

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52 A survey of current object-oriented databases

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Mansour Zand , Val Collins , Dale Caviness ACM SIGMIS Database February 1995

Volume 26 Issue 1

Object-oriented concepts form a good basis for the data models required for nextgeneration database applications such as CAD/CAE/CASE/CAM systems, knowledgebased systems, multimedia, etc. Many object-oriented databases are available commercially or are being developed by industry or academic research facilities. This paper attempts to compare some of these products using fourteen criteria. The selected criteria are major factors required for the successful design of an objectoriented database ...

53 Compiler transformations for high-performance computing

77%



David F. Bacon , Susan L. Graham , Oliver J. Sharp ACM Computing Surveys (CSUR) December 1994

Volume 26 Issue 4

In the last three decades a large number of compiler transformations for optimizing programs have been implemented. Most optimizations for uniprocessors reduce the number of instructions executed by the program using transformations based on the analysis of scalar quantities and data-flow techniques. In contrast, optimizations for high-performance superscalar, vector, and parallel processors maximize parallelism and memory locality with transformations that rely on tracking the properties o ...

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James W. Stamos

ACM Transactions on Computer Systems (TOCS) May 1984

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55 Programmable applications: interpreter meets interface

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Michael Eisenberg

ACM SIGCHI Bulletin April 1995

Volume 27 Issue 2

Current fashion in "user-friendly" software design tends to place an over-reliance on direct manipulation interfaces. To be truly expressive (and thus truly user-friendly), applications need both learnable interfaces and domain-enriched languages that are accessible to the user. This paper discusses some of the design issues that arise in the creation of such programmable applications. As an example, we present "SchemePaint," a graphics application that combines a MacPaint-like interface ...

56 A model for dataflow based vector execution

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W. Marcus Miller , Walid A. Najjar , A. P. Wim Böhm

Proceedings of the 8th international conference on Supercomputing July 1994 Although the dataflow model has been shown to allow the exploitation of parallelism at all levels, research of the past decade has revealed several fundamental problems: Synchronization at the instruction level, token matching, coloring and re-labeling operations have a negative impact on performance by significantly increasing the number of non-compute "overhead" cycles. Recently, many novel Hybrid von-Neumann Data Driven machines have been proposed to alleviate some of these p ...

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Gene Miller , Greg Baber , Mark Gilliland

Proceedings of the first ACM international conference on Multimedia September 1993

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Gerald M. Karam

Proceedings of the 1994 international symposium on Software testing and analysis August 1994

A timeline is a linear, graphical visualization of events over time. For example, in concurrent application, events would represent state changes for some system object (such as a task or variable). A timeline display generator creates the graphical visualization from some record of events. This paper reports on a model for timeline display generators based on a formal model of event history and the objectives of timeline visualization. In this model, any timeline display generator is compl ...

59 An empirical study of a highly available file system

77%



🖓 Brian D. Noble , M. Satyanaravanan

ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1994 ACM SIGMETRICS conference on Measurement and modeling of computer systems May

Volume 22 Issue 1

In this paper we present results from a six-month empirical study of the high availability aspects of the Coda File System. We report on the service failures experienced by Coda clients, and show that such failures are masked successfully. We also explore the effectiveness and resource costs of key aspects of server replication and disconnected operation, the two high availability mechanisms of Coda. Wherever possible, we compare our measurements to simulat ...

60 Information systems security design methods: implications for information systems development

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Richard Baskerville

ACM Computing Surveys (CSUR) December 1993

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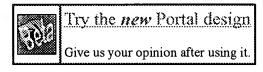
The security of information systems is a serious issue because computer abuse is increasing. It is important, therefore, that systems analysts and designers develop expertise in methods for specifying information systems security. The characteristics found in three generations of general information system design methods provide a framework for comparing and understanding current security design methods. These methods include approaches that use checklists of controls, divide functional req ...

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D. Harel, H. Lachover, A. Naamad, A. Pnueli, M. Politi, R. Sherman, a. Shtul-Trauring Proceedings of the 10th international conference on Software engineering April 1988

This paper provides a brief overview of the STATEMATE system, constructed over the past three years by i-Logix Inc., and Ad Cad Ltd. STATEMATE is a graphical working environment, intended for the specification, analysis, design and documentation of large and complex reactive systems, such as real-time embedded systems, control and communication systems, and interactive software. It enables a user to prepare, analyze and debug diagrammatic, yet precise, descriptions of the system under devel ...

22 Modeling software architectures in the Unified Modeling Language

ACM Transactions on Software Engineering and Methodology (TOSEM)

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The Unified Modeling Language (UML) is a family of design notations that is rapidly becoming a de facto standard software design language. UML provides a variety of useful capabilities to the software designer, including multiple, interrelated design views, a semiformal semantics expressed as a UML meta model, and an associated language for expressing formal logic constraints on design elements. The primary goal of this work is an assessment of UML's expressive power for modeling software archit ...

23 Taming architectural evolution

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André van der Hoek, Marija Mikic-Rakic, Roshanak Roshandel, Nenad Medvidovic

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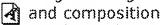


software engineering conference held jointly with 9th ACM SIGSOFT international symposium on Foundations of software engineering September 2001 Volume 26 Issue 5

In the world of software development *everything* evolves. So, then, do software architectures. Unlike source code, for which the use of a configuration management (CM) system is the predominant approach to capturing and managing evolution, approaches to capturing and managing architectural evolution span a wide range of disconnected alternatives. This paper contributes a novel architecture evolution environment, called Mae, which brings together a number of these alternatives. The environm ...

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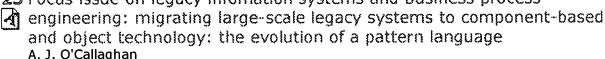
ACM Computing Surveys (CSUR) June 1985

Volume 17 Issue 2

The development of formal, descriptive, and procedural notations has become a practical concern within the field of music now that computers are being applied to musical tasks. Music combines the real-time demands of performance with the intellectual demands of highly developed symbolic systems that are quite different from natural language. The richness and variety of these demands makes the programming language paradigm a natural one in the musical application of computers. This paradigm ...

25 Focus issue on legacy infomation systems and business process

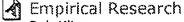
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Communications of the AIS July 1999

26 Social Analyses of Computing: Theoretical Perspectives in Recent

77%



Rob Kling

ACM Computing Surveys (CSUR) January 1980

Volume 12 Issue 1

27 Pilot: an operating system for a personal computer

77%

David D. Redell , Yogen K. Dalal , Thomas R. Horsley , Hugh C. Lauer , William C. Lynch , Paul R. McJones , Hal G. Murray , Stephen C. Purcell

Communications of the ACM February 1980

Volume 23 Issue 2

28 The time and state relationships in simulation modeling

77%

Richard E. Nance

Communications of the ACM April 1981

Volume 24 Issue 4

29 A theory of discrete patterns and their implementation in SNOBOL4

77%

J. F. Gimpel

Communications of the ACM February 1973

Volume 16 Issue 2





The notion of a discrete pattern is formalized and certain properties deduced. A pattern is shown to be a generalization of a formal language. Algorithms for implementing the kinds of patterns in SNOBOL4 are given. The general approach is to create, in-so-far as possible, a bottom-up parse from a top-down specification.

30 Requirements for advanced programming systems for list processing Daniel G. Bobrow

77%

Communications of the ACM July 1972

Volume 15 Issue 7

List processing systems should be designed to facilitate production of large programs to manipulate large complex symbolic data stores. This paper presents an overview of a number of system features which the author feels are important to improve the productivity of programmers working in such domains. A systems view is taken, rather than focusing just on language features, since algorithms must be not only coded in a language form, but debugged, modified, made efficient, and run on data. В ...

31 A Structural View of PL/I

77%

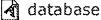


David Beech

ACM Computing Surveys (CSUR) January 1970

Volume 2 Issue 1

32 UTIS (Urban Transportation Information System) a geo-spatial transport 77%



Adam Etches, David Parker, Sean Ince, Philip James Proceedings of the eighth ACM international symposium on Advances in geographic information systems November 2000

This paper proposes the design of an extended DBMS as required for integrated management of urban transportation systems. We introduce an extended `lowest common denominator' database model that supports a wide and varied range of urban transport tasks, which include management, simulation and planning. This paper is the result of research being carried out and is formulated by database expertise and transport knowledge. There has been a full analysis of transport data objects and attributes. ...

33 Efficient optimistic parallel simulations using reverse computation Christopher D. Carothers , Kalyan S. Perumalla , Richard M. Fujimoto

ACM Transactions on Modeling and Computer Simulation (TOMACS) July 1999 Volume 9 Issue 3

In optimistic parallel simulations, state-saving techniques have traditionally been used to realize rollback. In this article, we propose reverse computation as an alternative approach, and compare its execution performance against that of statesaving. Using compiler techniques, we describe an approach to automatically generate reversible computations, and to optimize them to reap the performance benefits of reverse computation transparently. For certain fine-grain models, ...

34 Automatic compiler techniques for thread coarsening for multithreaded

♠ architectures

Gary M. Zoppetti, Gagan Agrawal, Lori Pollock, Jose Nelson Amaral, Xinan Tang, Guang

Proceedings of the 14th international conference on Supercomputing May 2000

77%

77%





Multithreaded architectures are emerging as an important class of parallel machines. By allowing fast context switching between threads on the same processor, these systems hide communication and synchronization latencies and allow scalable parallelism for dynamic and irregular applications. Thread partitioning is the most important task in compiling high-level languages for multithreaded architectures. Non-preemptive multithreaded architectures, which can be built from off-the-shelf compon ...

35 A high-performance network intrusion detection system

77%



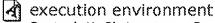
R. Sekar , Y. Guang , S. Verma , T. Shanbhaq

Proceedings of the 6th ACM conference on Computer and communications security November 1999

In this paper we present a new approach for network intrusion detection based on concise specifications that characterize normal and abnormal network packet sequences. Our specification language is geared for a robust network intrusion detection by enforcing a strict type discipline via a combination of static and dynamic type checking. Unlike most previous approaches in network intrusion detection, our approach can easily support new network protocols as information relating to the protoco ...

36 A transactional workflow based distributed application composition and

77%



Santosh K. Shrivastava , Stuart M. Wheater

Proceedings of the 8th ACM SIGOPS European workshop on Support for composing distributed applications September 1998

37 The Click modular router

77%



Robert Morris , Eddie Kohler , John Jannotti , M. Frans Kaashoek ACM SIGOPS Operating Systems Review, Proceedings of the seventeenth ACM symposium on Operating systems principles December 1999 Volume 33 Issue 5

Click is a new software architecture for building flexible and configurable routers. A Click router is assembled from packet processing modules called *elements*. Individual elements implement simple router functions like packet classification, queueing, scheduling, and interfacing with network devices. Complete configurations are built by connecting elements into a graph; packets flow along the graph's edges. Several features make individual elements more powerful and complex configuration ...

38 DELAB—a simulation laboratory

77%



Miron Livny

Proceedings of the 19th conference on Winter simulation December 1987 DELAB is a simulation laboratory designed to provide support to programmers who build complex simulation programs and to system analysts who use these programs. In this paper we present the structure of the laboratory and report on the current status of the effort to implement it. The laboratory has been implemented in a 'bottom up' fashion. First we have developed the DENET simulation language which is a Modula-2 based discrete event simulation language. O ...

39 Software engineering applied to discrete event simulations

77%

Kenneth N. McKay , John A. Buzacott , John B. Moore , Christopher J. Strang Proceedings of the 18th conference on Winter simulation December 1986 Developing simulation programs shows many similarities with classical system

software development tasks. In simulation one is often concerned with allocating and deallocating resources. Two forms of deadlock - the 'deadly embrace' and 'aprévous' - can be troublesome to simulators unless they know how to avoid them in the first place. Critical races and time dependent functions are other characteristics shared between simulation and systems programming. If simulation is v ...

40 Supporting industrial hyperwebs: lessons in scalability Kenneth M. Anderson

77%

Proceedings of the 21st international conference on Software engineering May 1999

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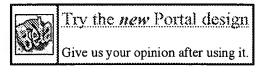
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1 Sketch: A domain-independent system for sketch recognition Bo Yu , Shijie Cai

80%

Proceedings of the 1st international conference on Computer graphics and interactive techniques in Austalasia and South East Asia February 2003

Freehand sketching is a natural and powerful means of interpersonal communication. But to date, it still cannot be supported effectively by human-computer interface. In this paper, we describe a domain-independent system for sketch recognition. Our system allows users to draw sketches as naturally as how they do on paper, and it recognizes the drawing through imprecise stroke approximation which is implemented in a unified and incremental procedure. This method can handle smooth curves and hybri ...

2 Simulation and implementation issues: DIRAC: a software-based displayed wireless router system

80%

Petros Zerfos, Gary Zhong, Jerry Cheng, Haiyun Luo, Songwu Lu, Jefferey Jia-Ru Li Proceedings of the 9th annual international conference on Mobile computing and networking September 2003

Routers are expected to play an important role in the IP-based wireless data network. Although a substantial number of techniques have been proposed to improve wireless network performance under dynamic wireless channel conditions and host mobility, a system support framework is still missing. In this paper, we describe DIRAC, a software-based router system that is designed for wireless networks to facilitate the implementation and evaluation of various channel-adaptive and mobility-aware protoc ...

3 Parallel execution of prolog programs: a survey

80%

Gopal Gupta, Enrico Pontelli, Khayri A.M. Ali, Mats Carlsson, Manuel V. Hermenegildo ACM Transactions on Programming Languages and Systems (TOPLAS) July 2001





Volume 23 Issue 4

Since the early days of logic programming, researchers in the field realized the potential for exploitation of parallelism present in the execution of logic programs. Their high-level nature, the presence of nondeterminism, and their referential transparency, among other characteristics, make logic programs interesting candidates for obtaining speedups through parallel execution. At the same time, the fact that the typical applications of logic programming frequently involve irregular computatio ...

Ray tracing complex scenes

77%



Timothy L. Kay , James T. Kajiya

ACM SIGGRAPH Computer Graphics, Proceedings of the 13th annual conference on Computer graphics and interactive techniques August 1986 Volume 20 Issue 4

A semantics for web services authentication

77%

Karthikeyan Bhargavan , Cédric Fournet , Andrew D. Gordon

Proceedings of the 31st ACM SIGPLAN-SIGACT symposium on Principles of programming languages January 2004

We consider the problem of specifying and verifying cryptographic security protocols for XML web services. The security specification WS-Security describes a range of XML security tokens, such as username tokens, public-key certificates, and digital signature blocks, amounting to a flexible vocabulary for expressing protocols. To describe the syntax of these tokens, we extend the usual XML data model with symbolic representations of cryptographic values. We use predicates on this data model to d ...

Macro-op Scheduling: Relaxing Scheduling Loop Constraints

77%



Ilhyun Kim , Mikko H. Lipasti

Proceedings of the 36th Annual IEEE/ACM International Symposium on Microarchitecture December 2003

Ensuring back-to-back execution of dependent instructionsin a conventional out-oforder processor requiresscheduling logic that wakes up and selects instructions atthe same rate as they are executed. To sustain high performance, integer ALU instructions typically have single-cyclelatency, consequently requiring scheduling logic withthe same single-cycle latency. Prior proposals have advocated the use of speculation in either the wakeup or selectphases to enable pipelining of scheduling logic to ac ...

A comparative study of language support for generic programming Ronald Garcia , Jaakko Jarvi , Andrew Lumsdaine , Jeremy Siek , Jeremiah Willcock ACM SIGPLAN Notices, Proceedings of the 18th ACM SIGPLAN conference on Object-oriented programing, systems, languages, and applications October 2003 77%

Volume 38 Issue 11

Many modern programming languages support basic generic programming, sufficient to implement type-safe polymorphic containers. Some languages have moved beyond this basic support to a broader, more powerful interpretation of generic programming, and their extensions have proven valuable in practice. This paper reports on a comprehensive comparison of generics in six programming languages: C++, Standard ML, Haskell, Eiffel, Java (with its proposed generics extension), and Generic C. By implementi ...

Another look at the discrete structures course Ronald E. Prather

77%







$oxedsymbol{oldsymbol{arphi}}$ Proceedings of the ACM SIGCSE-SIGCUE technical symposium on Computer science and education February 1976

Volume 2, 8 Issue SI, 1

Over the last several years since the introduction of B3 (Discrete Structures) into the undergraduate computer science curriculum, the course has been the subject of continuing controversy. The major difficulties later found in implementing the course were easy to foresee from the most casual reading of its original description in Curriculum '68 [1]. The necessary placement of the course in the sophomore year, the relative sophistication of the intended subject matter, and the lack of suffi ...

Interoperability of multiple autonomous databases

77%



Witold Litwin , Leo Mark , Nick Roussopoulos

ACM Computing Surveys (CSUR) September 1990

Volume 22 Issue 3

Database systems were a solution to the problem of shared access to heterogeneous files created by multiple autonomous applications in a centralized environment. To make data usage easier, the files were replaced by a globally integrated database. To a large extent, the idea was successful, and many databases are now accessible through local and long-haul networks. Unavoidably, users now need shared access to multiple autonomous databases. The question is what the corresponding methodology ...

10 A Data Base Management System

77%



Albert C. Patterson

Proceedings of the 1971 26th annual conference January 1971

A brief description of the advent of the Data Base Task Force at GUIDE and SHARE is given. Discussion of coordination among the several data base committees. The major components of the Data Base Management System (DBMS) proposed by the GUIDE Group are discussed: Data Base Manager (DBM), Data Base Descriptive Language (DBDL), Data Base Command Language (DBCL), and Data Base Administrator (DBA). The concept that the Requestor (possibly the application programmer) of data from the data base i ...

11 A generalized assertion language

77%



Tsun S. Chow

Proceedings of the 2nd international conference on Software engineering October 1976

The motivation behind the work in debugging languages is to provide the programmer with primitives so that he may search for events during execution, which are suspected to be anomalous. Events that may be specified by most existing debugging languages are very elementary. Also, there are no facilities to combine them into more complex events. Even though he can selectively monitor the history of execution, the programmer usually has to explore a vast mass of information in order to check t ...

12 Robustness: Using model checking to debug device firmware

77%



🦓 Sanjeev Kumar , Kai Li

ACM SIGOPS Operating Systems Review December 2002

Volume 36 Issue SI

Device firmware is a piece of concurrent software that achieves high performance at the cost of software complexity. They contain subtle race conditions that make them difficult to debug using traditional debugging techniques. The problem is further compounded by the lack of debugging support on the devices. This is a serious problem because the device firmware is trusted by the operating system. Model





checkers are designed to systematically verify properties of concurrent systems. Therefore, mod ...

13 A semantic model for a language processor Robert V. Zara

77%



Proceedings of the 1967 22nd national conference January 1967

The purpose of this paper is to describe a language processor which is presently being developed at the United Aircraft Research Laboratories. The processor is called the Semantic Plex Processor* and is a bootstrap processor in the sense that it starts with a basic vocabulary, but one which is capable of generating new language with relative ease. Thus the set of statements which are ultimately acceptable to the processor is open-ended. Furthermore, the set of statements which are meaningfu ...

14 Fast detection of communication patterns in distributed executions Thomas Kunz , Michiel F. H. Seuren

77%



Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research November 1997

Understanding distributed applications is a tedious and difficult task, Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

15 A system for computer music performance

77%



David P. Anderson , Ron Kuivila

ACM Transactions on Computer Systems (TOCS) February 1990 Volume 8 Issue 1

A computer music performance system (CMPS) is a computer system connected to input devices (including musical keyboards or other instruments) and to graphic and audio output devices. A human performer generates input events using the input devices. The CMPS responds to these events by computing and performing sequences of output actions whose intended timing is determined algorithmically. Because of the need for accurate timing of output actions, the scheduling requirements of a CMPS differ ...

16 An environment for operational software engineering in Ada

77%



M. Baldassari , G. Bruno

Proceedings of the conference on Tri-Ada '89: Ada technology in context: application, development, and deployment January 1989

This paper presents PROTOB, an object-oriented methodology and CASE system based on an extended dataflow model defined using PROT nets. It consists of several tools supporting specification, modelling and prototyping activities within the framework of the operational software life cycle paradigm. As its major application area it addresses distributed systems, such as real-time embedded systems, communication protocols and manufacturing control systems. The system automatically generates the ...

17 The software information base: a server for reuse

77%



Panos Constantopoulos, Matthias Jarke, John Mylopoulos, Yannis Vassiliou The VLDB Journal — The International Journal on Very Large Data Bases January 1995

Volume 4 Issue 1



We present an experimental software repository system that provides organization, storage, management, and access facilities for reusable software components. The system, intended as part of an applications development environment, supports the representation of information about requirements, designs and implementations of software, and offers facilities for visual presentation of the software objects. This article details the features and architecture of the repository system, the technical ch ...

18 SIGSAM BULLETIN: Computer algebra in the life sciences

77%



Michael P. Barnett

ACM SIGSAM Bulletin December 2002

Volume 36 Issue 4

This note (1) provides references to recent work that applies computer algebra (CA) to the life sciences, (2) cites literature that explains the biological background of each application, (3) states the mathematical methods that are used, (4) mentions the benefits of CA, and (5) suggests some topics for future work.

19 The impact of interprocedural analysis and optimization in the Rⁿ

77%



d programming environment Keith D. Cooper, Ken Kennedy, Linda Torczon

ACM Transactions on Programming Languages and Systems (TOPLAS) August 1986

Volume 8 Issue 4

In spite of substantial progress in the theory of interprocedural data flow analysis, few practical compiling systems can afford to apply it to produce more efficient object programs. To perform interprocedural analysis, a compiler needs not only the source code of the module being compiled, but also information about the side effects of every procedure in the program containing that module, even separately compiled procedures. In a conventional batch compiler system, the increase in compil ...

20 Fast animation and control of nonrigid structures

77%



Andrew Witkin, William Welch

Proceedings of the 17th annual conference on Computer graphics and interactive techniques September 1990

We describe a fast method for creating physically based animation of non-rigid objects. Rapid simulation of non- rigid behavior is based on global deformations. Constraints are used to connect non-rigid pieces to each other, forming complex models. Constraints also provide mo- tion control, allowing model points to be moved accurately along specified trajectories. The use of deformations that are linear in the state of the system causes the constraint matrices to be constant. Pre-inver ...

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